

Schmid TVG 2000

MICRO COMPUTER SYSTEM VIDEO GAME



OWNER'S MANUAL

WHAT YOU WILL FIND INSIDE PACKAGE

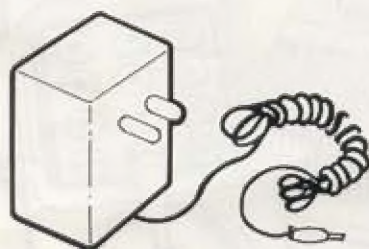


Output cable

Master component
with 2 non-detachable
hand controllers



2 joy sticks



AC adaptor



Optional: (May not be included)

- 1 Cartridge with instructions
- 2 Mylar controller overlays

INTRODUCTION

We welcome you to the wonderful world of computer fun. Your **colour television game system** will bring you endless hours of entertainment at home. With purchases of additional cartridges from the Schmid dealer, your choice of "Fun & Games" will be unlimited.

IN GENERAL

1. This **colour television game system** has been designed to play games in colour or black and white depending upon your TV.
2. An **AC adaptor** is supplied with a cable connector to supply D.C. power to the console. This should be plugged into a household AC outlet (refer to "ELECTRIC CONDITIONS") table on last page for voltage) and the long cable should be connected to the console.
3. Permanently connected to the console are the following:
 - 2 hand controllers**
 - Output cable to be connected to the TV antenna terminal.
4. A pair of **joy sticks** are included. These may be **optionally** mounted onto the hand controller discs.
5. Two jacks are provided in the back of console to connect two additional Hand Controllers (not included) for future games.

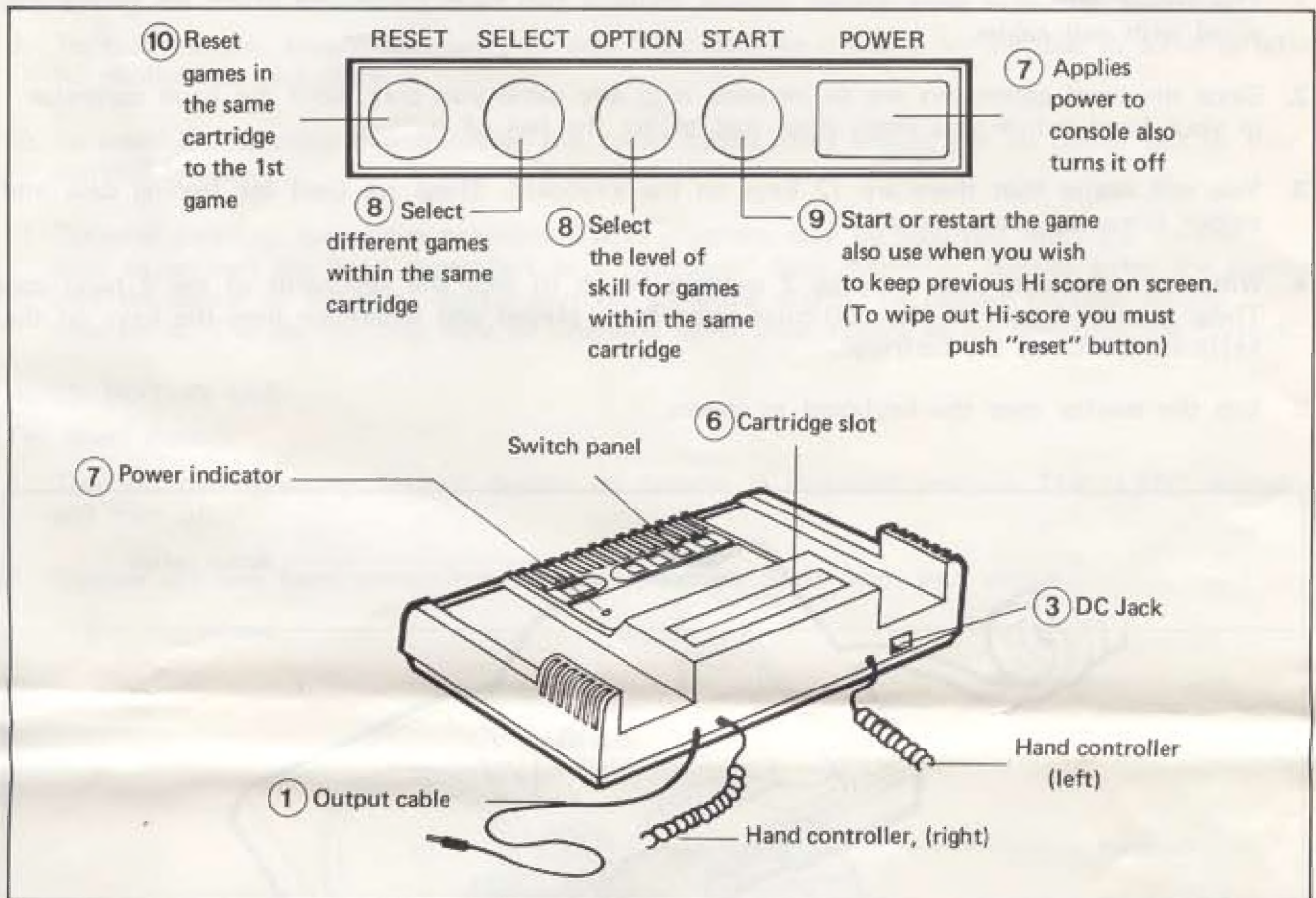
HOW TO CONNECT CONSOLE TO YOUR TV AND PLAY GAME (REFER THE CORRESPONDING NUMBERS ON THE ILLUSTRATIONS ON PAGE 4)

1. Plug the "Output Cable" into the 75 Ohm antenna jack of your TV set.
2. Plug the AC adaptor into a household AC outlet. (Refer to "ELECTRIC CONDITIONS" table on last page for voltage)
3. Plug the cord from the AC adaptor into the jack on the back of your console marked " 9V DC ".
4. Turn on television set.
5. Tune your TV to PROPER CHANNEL. (Refer to "ELECTRIC CONDITIONS" table on last page for channel used)
6. Insert game cartridge into "Cartridge Slot". Insert it firmly (with game name facing you) but do not force it. (To remove simply pull it straight up). You are ready to begin your "Computer Game Fun".
7. Depress "Power" button on console. The red "LED" light will indicate power is applied to colour television game system.
8. Depress "Select" and "Option" buttons on console to select game and skill level as preferred. Detailed use of this buttons are described in the instructions for the individual game cartridges.
9. Depress "Start" button on console this will start all games. Follow detailed game play instructions supplied with each cartridge and enjoy hours of fun.
10. Depress "Reset" button to reset games in the same cartridge to 1st game.

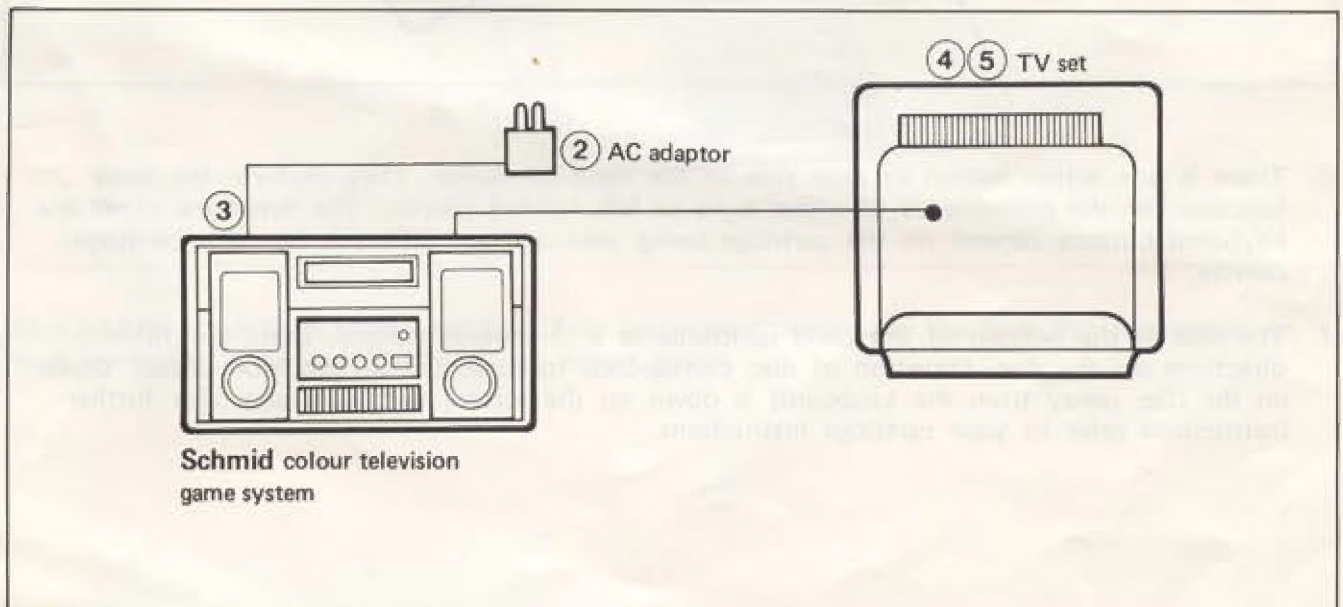
Note:

It may be necessary to adjust the game tuning control of your TV to receive a clear and undistorted game picture. Also adjust TV volume to desired level.

CONTROLS AND FEATURES

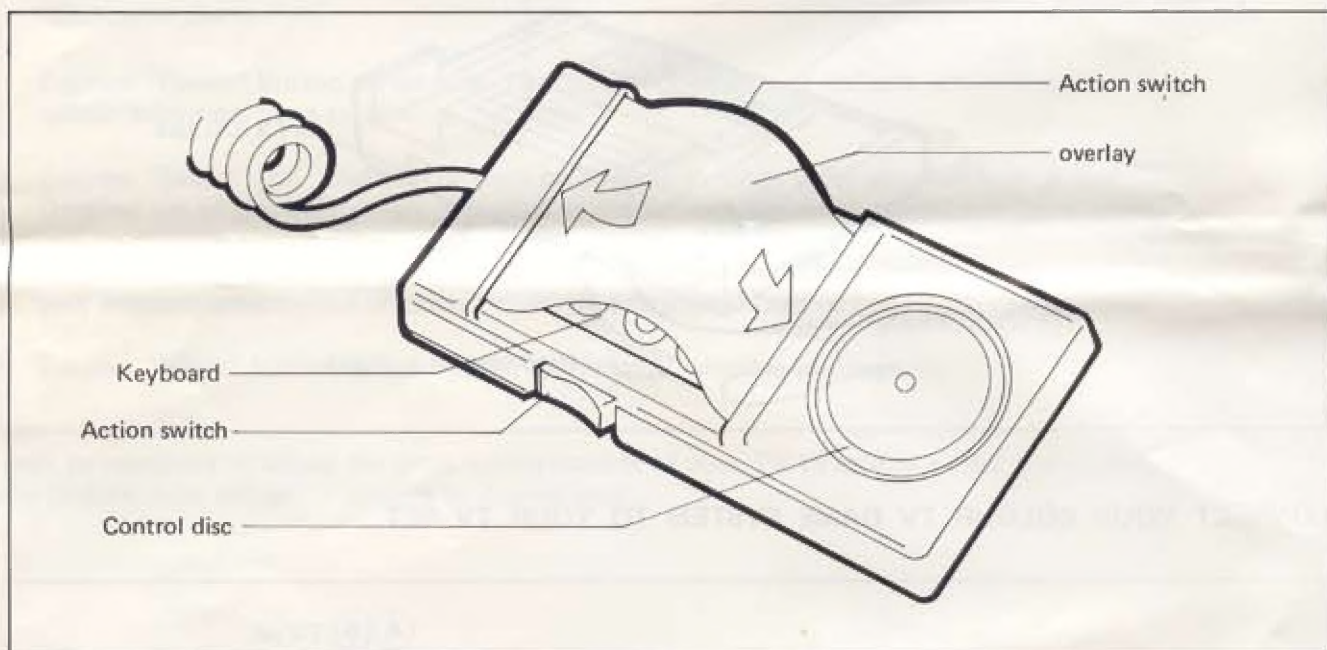


CONNECT YOUR COLOUR TV GAME SYSTEM TO YOUR TV SET



HOW TO USE YOUR HAND CONTROLLERS

1. This colour television game system console contains two hand controllers which are permanently wired with coil cables.
2. Since the hand controllers are to be used with any game you play, hold the hand controller in your hand before you begin play, just to get the feel of it.
3. You will notice that there are 12 keys on the keyboard. These are used for feeding data into colour television game system.
4. With each cartridge, there may be 2 overlays which fit over the keyboards of the 2 hand controllers. These overlays match to the particular game being played and determine how the keys on the keyboard relate to the cartridge.
5. Slip the overlay over the keyboard as shown.



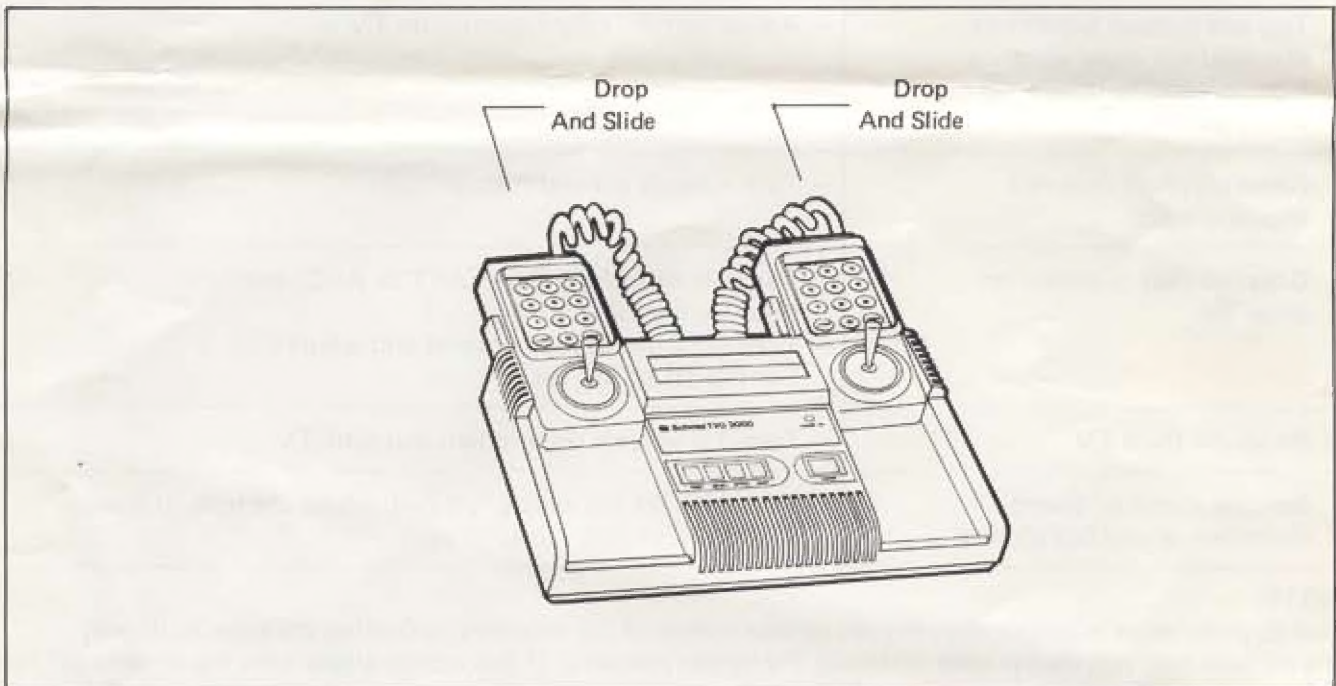
6. There is one action button on each side of the hand controller. They perform the same function for the convenience of either right or left handed players. The functions of all the keyboard buttons depend on the cartridge being used and are different for each cartridge overlay.
7. The disc at the bottom of the hand controller is a directional control. There are 16 directions on the disc. Direction of disc corresponds to direction on television screen. Down on the disc (away from the keyboard) is down on the screen, and vice versa. For further instructions refer to your cartridge instructions.

8. To operate the directional disc, press your finger on the outer edge and slide your finger around the edge to change direction of object you are moving.
9. To stop motion, simply stop pressing disc. You must be pressing on the disc in some direction for motion to take place.
10. To avoid permanently overstretching the coiled cables, they should not be pulled out to their extreme length.
11. Optional joysticks have been provided. Those joysticks may be mounted onto the control discs to convert the hand controllers to a "Joystick" type controller. Simply screw the joystick into the center of the disc. Rotate joystick for game action. To remove joystick simply unscrew it. The control disc may be operated using your fingers or by attaching the joystick.

WHEN NOT IN USE

For Short Period:

1. Turn off by depressing "Power" button on console in extended position. The "LED" indicator will turn off.
2. Replace the two hand controllers in place as shown. Slide them into slots.



AUXILIARY CONTROLLERS JACKS: Two jacks are provided on the back for two additional hand controllers (not included here) for future games.

TROUBLE SHOOTING CHECK LIST

Symptom	Cause And Remedy
No playfield image on TV screen or whitish gray screen	<ul style="list-style-type: none"> – Game cable not properly plugged into the 75 Ohm antenna jack on the TV set. – A.C. Power supply unit not plugged into wall and/or control unit, check LED light on console is lit. – On/Off switch not pushed to "On" position, check LED is lit. – Adjust TV fine tuning control – Turn AFC control off.
No regular television programs	– Antenna plug not properly plugged to 75 Ohm antenna jack on the TV set.
Playfield fuzzy like weak TV station signal	– Poor connections at antenna jack of TV set or switch box.
Playfield unsharp, unsteady, blurred or wobbly	<ul style="list-style-type: none"> – TV set not fine-tuned for best picture. – Adjust horizontal control on TV or adjust vertical control on TV.
Game system worked properly before but picture suddenly unsharp, unclear or unstable.	<ul style="list-style-type: none"> – Tune fine-tuning control on TV set. – Push "Power" switch on console "Off" and "On" again.
Top and bottom borders of playfield not equal distance from top and bottom edge of TV picture tube	– Adjust vertical height control on TV set.
Game playfield does not appear correct	– Turn console off and turn on again
Does not play in colour on color TV	<ul style="list-style-type: none"> – Turn off Auto Fine Tune (AFT or AFC) and fine tune TV manually – Turn off Auto Colour Control and adjust Colour Control (s) on TV set.
No sound from TV	– Turn TV volume up or down and tune TV
Buzzing sound or sound distortion or wobbly picture	– Television set not properly tuned, adjust controls to make sound and picture clear.

NOTE:

Due to differences in colour circuitry on various makes of TV receivers; activating the reset button of the console may not always clear and reset the screen properly. If this occurs please turn the console off for 2-3 seconds, and turn on again.

ELECTRIC CONDITIONS

COUNTRY	VOLTAGE	CYCLE/SEC.	COLOUR TV SYSTEM		CHANNEL
			COLOUR SYSTEM		
AUSTRALIA	240/250	50	PAL	B	VHF 1
UNITED KINGDOM	240	50	PAL	I	UHF 36
WEST GERMANY	220	50	PAL	B	VHF3